AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- 1. (Currently Amended) A system that facilitates determining presence of an object, comprising:
- a transmit component that transmits a multicast-type message as a unicast message to the object, the object having a timeout period associated therewith; and a presence component that monitors a response to the unicast message from the object, and if a response is not received, the object is presumed to be off-line, the response is substantially similar as that for a multicast message to the object.
- 2. (Original) The system of claim 1, the object is at least one of a wired device, a wireless device, and a service.
- 3. (Original) The system of claim 1, the multicast-type message is transmitted in unicast at least once before the timeout period expires.
- 4. (Original) The system of claim 1, a plurality of the multicast-type messages are transmitted in unicast to the object to control the object.
- 5. (Original) The system of claim 4, the plurality of multicast-type messages signal the object to stay online.
- 6. (Previously Presented) The system of claim 1, at least one of the transmit component and the presence component is part of a client application that transmits the multicast-type message in unicast and receives the response in unicast from the object.

- 7. (Original) The system of claim 1, the object is disposed on a network remote from the transmit and presence components.
- 8. (Original) The system of claim 1, the unicast response is cached at the system-end.
- 9. (Original) The system of claim 1, the multicast-type message is directed to at least one of the object, an embedded device of the object, and an embedded service of the object.
- 10. (Original) The system of claim 1, the multicast-type message is sent a predetermined number of times before the object is determined to be off-line.
- 11. (Original) The system of claim 1, the object is compatible with a plugand-play architecture.
- 12. (Original) The system of claim 1, the transmit component transmits a plurality of unique multicast-type messages in unicast to a respective plurality of the objects.
- 13. (Original) The system of claim 1, the transmit component transmits a first multicast-type message in unicast to an intermediate device to determine its status before transmitting the multicast-type message in unicast to the object.
- 14. (Original) The system of claim 1, the multicast-type message is transmitted in unicast to the object from a first client application, the response to which indicates a status of the object, and the status of which is announced by the first client application to a second client application.
 - 15. (Original) A computer system according to claim 1.

- 16. (Original) A computer readable medium having stored thereon computer executable instructions for carrying out the system of claim 1.
- 17. (Original) A system that facilitates determining presence of an object, comprising:

a client application that seeks status of the object; and
a discovery component associated with the client application that
facilitates discovery of the object *via* a discovery protocol, the protocol comprising:
transmitting a multicast-type message as a unicast message to the
object, the object having a timeout period associated therewith; and
checking for receipt of a response from the object to determine the
status thereof.

- 18. (Original) The system of claim 17, the client application signals the discovery component to initiate discovery of the object by transmitting the multicast-type message in unicast to the object.
- 19. (Original) The system of claim 17, the discovery component is part of the client application.
- 20. (Original) The system of claim 17, the client application is a master browser seeking the status of a plurality of other browsers.
- 21. (Original) The system of claim 17, the discovery protocol is based upon a universal plug-and-play architecture that uses at least one of a simple service discovery protocol and a general event notification architecture protocol.
- 22. (Original) The system of claim 17, the discovery protocol utilizes a network protocol.

- 23. (Original) The system of claim 22, the network protocol comprises at least one of TCP/IP, HTTP, NetBEUI, and XML.
- 24. (Original) The system of claim 17, the discovery component operates to discover one or more of the objects according to a predetermined hierarchy,
- 25. (Original) The system of claim 17, wherein receipt of a response in unicast indicate that the object is on-line and non-receipt of a response indicates that the object is off-line.
- 26. (Original) A method of determining the presence of an object on a network, comprising:

transmitting a multicast-type message in unicast to the object on demand; checking for receipt of a response from the object to determine the status of the object; and

determining the status of the object based upon receipt or non-receipt of the response.

- 27. (Original) The method of claim 26, further comprising delaying determination of the status of the object until a predetermined number of additional multicast-type messages have been transmitted to the object in unicast.
- 28. (Original) The method of claim 26, further comprising initiating discovery of an intermediary object in response to determining initially that the object is off-line.
- 29. (Original) The method of claim 26, further comprising automatically initiating discovery of a redundant object in response to determining that the object is off-line.

- 30. (Original) The method of claim 26, the object is one of a plurality of interdependent objects such that failure of the object results in failure of the remaining plurality of interdependent objects.
- 31. (Original) The method of claim 30, plurality of interdependent objects are discovered according to a hierarchy such that the object is discovered before the remaining plurality of interdependent objects.
- 32. (Original) The method of claim 26, further comprising signaling the object to stay on-line using at least two of the multicast-type messages sent in unicast to the object.
- 33. (Original) A system that determines the presence of an object on a network, comprising:

means for monitoring a timeout associated with the object;

means for transmitting a multicast-type message in unicast to the object on demand before the timeout expires;

means for checking for receipt of a response from the object to determine the status of the object; and

means for determining the status of the object based upon receipt or non-receipt of the response.

- 34. (Original) The system of claim 33, further comprising means for caching the status of the object for access by a client application.
- 35. (Original) The system of claim 33, further comprising means for determining a network condition that causes the means for transmitting to transmit the multicast-type message in unicast more frequently based upon worsening network conditions, and to relax the frequency of transmission when the network resume more normal operation.

36. (Original) A computer-readable medium having computer-executable instructions for performing a method for determining the presence of an object on a network, the method comprising:

transmitting a multicast-type message in unicast to the object on demand; checking for receipt of a response from the object to determine the status of the object; and

determining the status of the object based upon receipt or non-receipt of the response.